

ELEMENTS PRO



USER MANUAL



1 • Welcome to Elements PRO

Transform Any Sound Into Many Unique Instruments — In Seconds
Elements PRO was built for the moment inspiration strikes and you only have a minute to catch it.

Drag in a sound (or select from our vast library) —your voice memo, a foley hit, a synth stab—and the engine turns it into an expressive instrument on the spot. From there, Transformers, morphing, motion and a huge factory library let you push that source into places a traditional sampler simply can't reach.

Why You'll Love It

- Instant Instrument Creation — Drop any audio and play immediately; it's auto-mapped and loop-smoothed—no setup, just sound.
- One-Click Transformers — 25 curated presets (e.g., Velvet Pad, Granular Crush) rebuild your source into a brand-new instrument with one press.
- Dual-Layer Morphing Core — Blend or fully morph two layers and flip between four Character modes—Silk, Neutr, Dark, Edgy—for hybrids no ordinary sampler can touch.
- Evolving Motion Engine — Randomised sample start, Cloud granulation and an automatable Blend pad keep textures alive and moving.
- Ready-Made & Infinite — Nine concept libraries (120 layer instruments) kick-start ideas, while drag-and-drop keeps your own sounds at the centre of every patch.

Your 60-Second Quick-Start

- Drag any audio file onto Layer A.
- Play your keyboard—instant instrument, zero setup.
- Load a contrasting sound into Layer B via the Library menu (9 mood banks).
- Blend / Morph with the central circle for an instant hybrid.
- Hit a Transformer to reinvent the sound, then Save Preset.

One minute later you're making music—flip the page for details.

2 • Main Page — Hands-On Guide

2.1 Layer Header & Source Selection

- Wave icon toggles the layer on/off for instant A/B comparisons.
- Layer name menu lets you arrow-browse or click to open the nine mood libraries (Bloom, CyberPunk, Deepscape, Evoxa, Horizon, Hybrid, Ignite, Mosaic, Noir) and pick from ~120 layer instruments.
- Drag-and-drop zone (anywhere on the waveform) replaces the current sound with your own audio; including multisamples (recommended).

2.2 Waveform & Sample Tools

- Start / End handles trim the playable region.
- Loop toggle creates a seamless micro-crossfade for infinite sustain (Reverse coming in a free update).
- Gain slider sets layer level before it hits the blend and FX stages.

2.3 Randomisation Controls

- SSR – Sample-Start Random shifts the start point up to $\pm 5\%$ every note, humanising tight chops.
- AAR – Varies attack time for natural performances.
- Cloud engages a drifting micro-loop that turns any slice into an evolving texture.
- (Run all three together for instant generative textures.)

2.4 Envelope & Layer FX

- Envelope bar: drag the Attack and Release handles (0 – 2 s attack, 10 ms – 5 s release).
- Motion 1 / Motion 2: Moving filters for low-mid and mid-high
- Filter: dual-mode Low-Pass $\leftrightarrow$ High-Pass $\leftrightarrow$ Bi-Filter blend, 20 Hz–20 kHz.
- Delay and Reverb Send

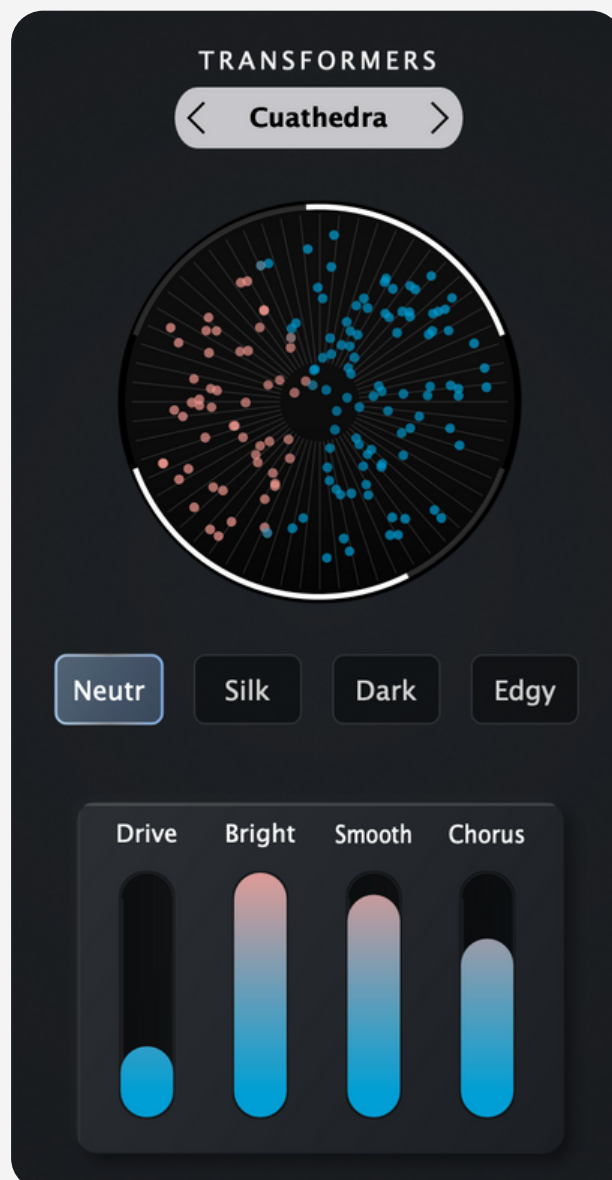


2.5 Transformer & Morph Desk

- Transformers menu holds 25 one-click presets that re-synth your current blend into a brand-new instrument
- Morph slider (top of the circle) cross-breeds the spectral DNA of Layers A & B to create fresh timbres.
- Blend slider (bottom) is a pure volume fade between the two layers.
- Particle Circle brings Morph (Top) and Blend (Bottom) sliders into animation.

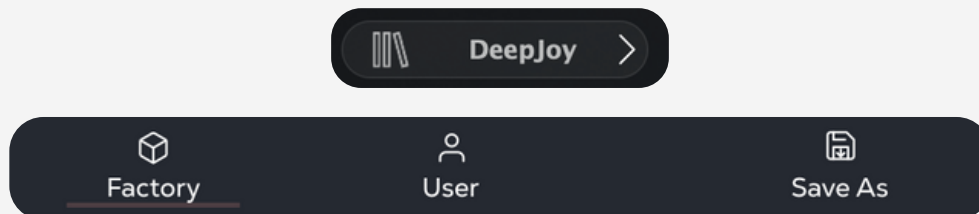
2.6 Character Modes, Master FX

- Character buttons instantly re-voice the morph algorithm:
 - Neutr – transparent, hi-fi
 - Silk – gentle highs, soft glue
 - Dark – mid-saturation, mellow top
 - Edgy – aggressive
- Macro fx
 - Drive – soft-clip/tape saturation
 - Bright – tilt EQ for air and presence
 - Smooth – gentle highs
 - Chorus – dual-delay



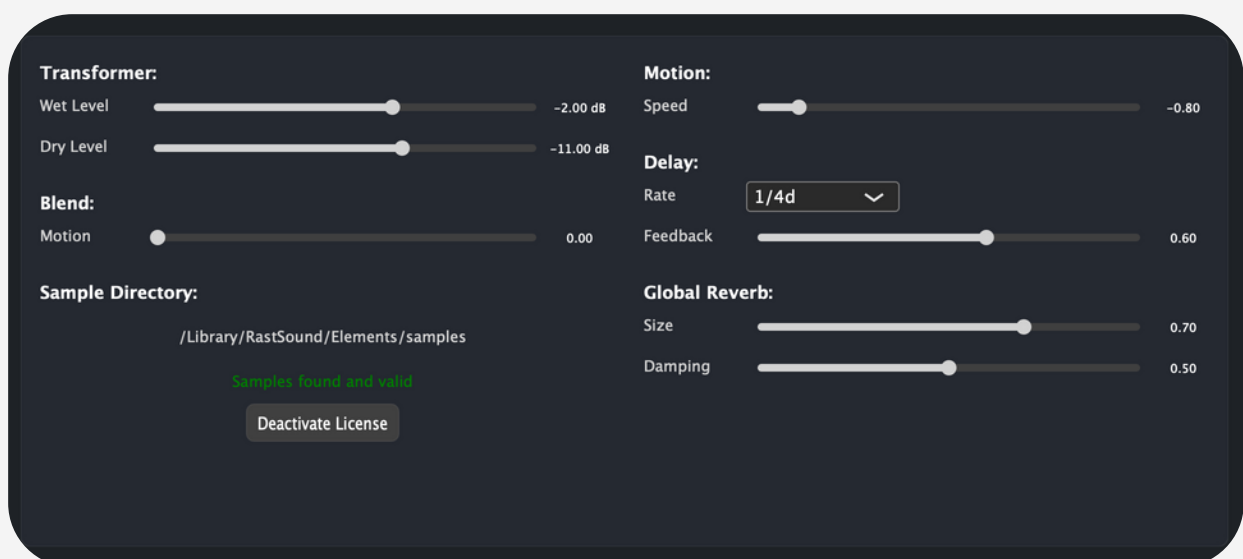
3 • Presets Page – Full-Engine Snapshots

- Factory tab holds 70 pre-built presets—complete snapshots of both layers, FX, macros, and Advanced tweaks.
- User tab stores your own patches; click Save As to capture the current state.
- Arrow keys step through presets while you play—great for live auditions.



4 • Advanced Settings – Global Fine-Tune

- Transformer Wet / Dry sliders tame extreme effects without touching macro Drive.
- Blend Motion auto moves the Blend parameter of the layers.
- Motion speed changes motion filter speed.
- Delay rate & feedback act globally.
- Global Reverb size & damping feed both layers' reverbs for cohesive space.
- Sample Check & Licence management live here.



5 . Installation & Library Management

Elements PRO is ready to play right after installation; when you first open the plugin, finalize one time activation.

5.1 Plug-in Installation

- Formats: VST3 · AU · AAX — macOS (Intel & Apple Silicon) & Windows.
- Run the installer for your OS.
- Missing in DAW? Open your DAW's plug-in manager and hit Rescan / Refresh.

5.2 Default Sample Location (set automatically)

macOS

/Library/RastSound/Elements/samples

Windows

C:\ProgramData\RastSound\Elements\samples

5.3 First-Launch Checklist

1. Insert Elements PRO on a track.
 2. Enter your licence key (one-time online check).
 3. Play a factory preset; you should hear sound immediately.
- If it works, your install is a success.

5.4 Moving the Samples Folder (optional)

1. First activate and check if the engine works properly, then quit your DAW.
2. Move only the samples folder to any drive (SSD recommended).
3. Re-open Elements PRO; it will show “Samples Missing” and prompt for a new location.
4. Show your new samples folder directory.
5. This is one time confirmation and it will work properly afterwards.

5.5 Licence & Offline Use

- Activation needs internet once; afterwards Elements works offline.
- Deactivate via  Advanced Settings → Deactivate Licence when moving to a new machine.
- If you get invalid license, check if your internet connection is proper, turn off any VPN and antivirus software. If you still have issues, you might have an older OS that might need legacy installer (first try all suggestions and then reach us through support section if unresolved).